

CLAIMS

What is claimed is:

1 1. An online gaming system for playing games, the system comprising:
2 at least one wireless terminal adapted to run a game to be played with at least
3 one of another terminal and a game platform running the game; and
4 a game program for providing at least one game-related predefined message based
5 on a predefined game-related criteria, the predefined message being sent to at least one of a
6 plurality of preselected destination addresses taking into consideration terminal capabilities of
7 the preselected destination addresses and being subject to interaction with a user of the at least
8 one wireless terminal.

1 2. The online gaming system of claim 1, wherein the predefined game-
2 related criteria comprises an event that is related to the game and is predefined.

1 3. The online gaming system of claim 2, wherein the predefined game-
2 related event comprises one of capturing an opponent, beating the opponent, killing the
3 opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and
4 being seen by the opponent during the game.

1 4. The online gaming system of claim 2, wherein the game program
2 comprises means for scanning for game-related events.

1 5. The online gaming system of claim 4, wherein the predefined game-
2 related criteria are met where at least one of the game-related events match at least one of a
3 plurality of predefined game-related events.

1 6. The online gaming system of claim 5, wherein the at least one game-
2 related predefined message comprises content related to the at least one game-related event if the
3 predefined game-related criteria are met.

1 7. The online gaming system of claim 2, wherein the game program
2 comprises an indicator to be displayed when the at least one game-related predefined message
3 appropriate to the at least one predefined game-related event is available for activation.

1 8. The online gaming system of claim 2, wherein the at least one game-
2 related predefined message comprises an automated message that is sent automatically to the
3 preselected destination address when at least one of the conditions matching any of the at least
4 one predefined game-related criteria is identified.

1 9. The online gaming system of claim 1, wherein the at least one wireless
2 terminal comprises a dedicated button to be activated by the user to send the at least one game-
3 related predefined message to the at least one destination address.

1 10. The online gaming system of claim 1, wherein the at least one game-
2 related predefined message comprises at least one of a game-play message to be sent to the
3 preselected destination address during a game, and a game-environment message related to
4 playing a game to be sent to the preselected destination address before or after the game.

1 11. The online gaming system of claim 1, wherein the at least one game-
2 related predefined message comprises at least one of voice, text, sound, an image, a picture, a
3 video, and a multimedia message.

1 12. An online gaming system for playing games, the system comprising:
2 at least one wireless terminal adapted to run a game to be played with at least one
3 other terminal and/or a game platform running the game;
4 a processor within the at least one wireless terminal for controlling functions
5 relating to the game;
6 a storage device in communication with the processor;
7 a game program operative on at least one of the processor of the wireless terminal
8 and at the game platform for:
9 maintaining in the storage device a database identifying at least one set of
10 predefined messages available to send to at least one of a plurality of preselected
11 destination addresses;
12 scanning game-related events to identify conditions matching any of at
13 least one predefined game-related criteria; and

14 providing, based on any of the predefined game-related criteria, at least
15 one game-related predefined message when at least one of the conditions
16 matching any of the at least one predefined game-related criteria is identified,
17 wherein the at least one predefined message is sent to the at least one of a
18 plurality of preselected destination addresses taking into consideration terminal
19 capabilities of the preselected destination addresses and is subject to interaction
20 with a user of the at least one wireless terminal.

1 13. The online gaming system of claim 12, wherein the predefined game-
2 related criteria comprises an event that is related to the game and is predefined.

1 14. The online gaming system of claim 13, wherein the predefined game-
2 related event comprises one of capturing an opponent, beating the opponent, killing the
3 opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and
4 being seen by the opponent during the game.

1 15. The online gaming system of claim 12, wherein the game program
2 comprises an indicator to be displayed when the at least one game-related predefined message
3 appropriate to the at least one predefined game-related event is available for activation.

1 16. The online gaming system of claim 12, wherein the at least one wireless
2 terminal comprises a dedicated button to be activated by the user to send the at least one game-
3 related predefined message to the at least one of a plurality of preselected destination addresses.

1 17. The online gaming system of claim 12, wherein the at least one game-
2 related predefined message comprises at least one of a game-play message to be sent to the
3 preselected destination address during a game, and a game-environment message related to
4 playing a game to be sent to the preselected destination address before or after the game.

1 18. The online gaming system of claim 12, wherein the at least one game-
2 related predefined message comprises at least one of voice, text, sound, an image, a picture, a
3 video, and a multimedia message.

1 19. A method of providing an online gaming system for playing games, the
2 method comprising:

3 connecting at least one wireless terminal adapted to run a game to be played with at
4 least one of another wireless terminal and a game platform running the game;

5 scanning game-related events to identify conditions matching any of at least one
6 predefined game-related criteria; and

7 providing, based on any of the predefined game-related criteria, at least one game-
8 related predefined message when at least one of the conditions matching any of the at least one
9 predefined game-related criteria is identified, wherein the at least one game-related predefined

10 message is subject to interaction with a user of the wireless terminal and is sent to at least one of
11 a plurality of preselected destination addresses taking into consideration terminal capabilities of
12 the preselected destination addresses.

1 20. The method of claim 19, wherein the predefined game-related criteria
2 comprises an event that is related to the game and is predefined.

1 21. The method of claim 20, wherein the predefined game-related event
2 comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the
3 opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the
4 opponent during the game.

1 22. The method of claim 19, wherein the at least one game-related predefined
2 message comprises at least one of a game-play message to be sent to the preselected destination
3 address during a game, and a game-environment message related to playing a game to be sent to
4 the preselected destination address before or after the game.

1 23. The method of claim 19, wherein the at least one game-related predefined
2 message comprises at least one of voice, text, sound, an image, a picture, a video, and a
3 multimedia message.

1 24. A wireless terminal for playing games, the terminal comprising:

2 a processor for controlling functions relating to a game;
3 a storage device in communication with the processor;
4 a primary input in communication with the processor for registering game-related
5 commands input by a user of a wireless terminal;
6 a game program operative on the processor of the wireless terminal for:
7 maintaining in the storage device a database identifying at least one set of
8 predefined messages available to send to at least one of a plurality of preselected
9 destination addresses;
10 scanning game-related events to identify conditions matching any of at
11 least one predefined game-related criteria; and
12 providing, based on any of the predefined game-related criteria, at least
13 one game-related predefined message when at least one of the conditions
14 matching any of at least one predefined game-related criteria is identified,
15 wherein the at least one predefined message is sent to at least one of a plurality of
16 preselected destination addresses taking into consideration terminal capabilities of
17 the preselected destination addresses and is subject to interaction with a user of
18 the at least one wireless terminal.

1 25. The wireless terminal of claim 24, wherein the predefined game-related
2 criteria comprises an event that is related to the game and is predefined.

1 26. The wireless terminal of claim 25, wherein the predefined game-related
2 event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting
3 the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the
4 opponent during the game.

1 27. The wireless terminal of claim 24, wherein the at least one game-related
2 predefined message comprises at least one of a game-play message to be sent to the preselected
3 destination address during a game, and a game-environment message related to playing a game
4 to be sent to the preselected destination address before or after the game.

1 28. The wireless terminal of claim 24, wherein the at least one game-related
2 predefined message comprises at least one of voice, text, sound, an image, a picture, and a video.